

D&D Critical Fumbles

D400	Fumble	Description
1	Something Never Before Seen	You add a new failure to this list and that's what happens. However, this requires 2/3 group majority.
2	Epic Failure	Reroll, and then roll again x2, all failures happen
3	Incredible Failure	Reroll, and then roll again, all failures happen
4	STONE HIM!	You screw it up completely, and set the entire party back. This is the worst thing that can happen. Everyone gets to throw nearby scrap paper at you (the player).
5	The Stress Finally Got to Him	You lose your mind and mutter incoherently for 1d6 minutes.
6	Brain Fart	You momentarily forget what you are doing and why you are here. At the end of each of your turns, make a DC 15 Wisdom Saving throw. On a success you remember.
7	Broken bone	You break a bone in your hand. You suffer disadvantage for the rest of the encounter and take 1d6 damage every round until you are healed. (DC 15 Medicine)
8	Bruised	You injure yourself slightly; you take 1d4 damage every round until healed. (DC 10 Medicine)
9	Crit-self	You Critical Hit Yourself. Man that sucks.
10	Useless Moron	You hit yourself for full damage and leave yourself open to attack. Roll full damage. One opponent within range can use a reaction to make an Attack of Opportunity against you. \emptyset Constitution save at DC 20. Failure results in being stunned for 1d6 rounds.
11	Hit leg	"In a particularly impressive maneuver you manage to bring the business end of your weapon crashing down into your own leg! (roll D2: 1 left leg, 2 right) Ouch! Don't forget to add your strength to the attack."
12	Hit self	Apply damage to yourself normally, adding normal bonuses
13	Damage Self	You damage yourself instead of your enemy.
14	Useless Fool	You hit yourself for full damage. Roll full damage.
15	Very Unaware	You hit an adjacent companion for full damage. Determine randomly a companion within the threat zone who is to be hit. Roll full damage. You have disadvantage on your next attack.
16	Wrong target	You mistakenly strike an ally within reach/range with your attack.
17	Hits ally	Random ally within reach/range and in 90 degree arc is struck - you miss if no target available.
18	Ow, I'm on your team	Your attack is now directed against an ally within range. Reroll your attack roll
19	Friendly fire	Hit friend. Reflex save to avoid damage (DC equal to damage roll).
20	You're your own worst enemy	Hit yourself. Reflex save for half damage (DC equal to damage roll).
21	Moron	You hit yourself for half damage and leave yourself open to attack. Roll damage and half the result. One opponent within range can use a reaction to make an Attack of Opportunity against you. \emptyset Constitution save at DC 20. Failure results in being stunned for 1d4 rounds.
22	Ow, I'm bleeding out	You cut yourself and start bleeding. At the end of your turn, you must make a DC 15 Constitution save. If you fail, you take 1 piercing damage, and your max hit points decrease by 1. If you succeed, the save DC for this decreases by 1. The bleeding lasts until the DC is 0.
23	Unaware	You hit an adjacent companion for half damage. Determine randomly a companion within the threat zone who is to be hit. Roll damage and half the result. You have disadvantage on your next attack.
24	Wild Swing	Attack a random target, friend or foe, but apply no ability bonuses to the attack or damage rolls.
25	Fool	You hit yourself for half damage. Roll damage and half the result.
26	Ow, my other Wrist!	You accidentally hit your other wrist against something hard, majorly spraining your wrist. You take 1d10 bludgeoning damage, and you have disadvantage with attacks and manual actions with your injured hand for until you take a long rest.
27	Easy prey	Allies of the target within 20' will attack you with their next turn, unless they would suffer an Attack of Opportunity to do so.
28	Don't drop the soap	Readying your weapon, you lose your grip. Make a DC 20 Sleight of Hand Check to recover your control or drop your weapon. You provoke an attack of opportunity from all enemies within range.
29	Wow, I didn't see that coming	You misjudge your offensive and you leave yourself wide open to retaliation. Creatures within reach may make an attack of opportunity against you with advantage.
30	Devastating error	Your opponent may immediately make one melee attack with advantage against you as a reaction.
31	Misjudged Timing	Target can use its reaction to attack you immediately (if using missile weapons or a spell, an enemy that can hit you can make this attack instead)
32	Oof	Knocked back 5ft. (provoke Attacks of Opportunity).
33	Woah, where'd he come from?	You fail to anticipate your opponent's maneuvers and you step into your opponent's trap. You lose all remaining actions and provoke an attack of opportunity from any opponents that threaten you.
34	Unguarded	All adjacent allies of your target may immediately take an attack of opportunity against you.
35	Ahh, got it	You fumble trying to ready your weapon. You leave yourself open and off-guard provoking an attack of opportunity from all creatures that threaten you.
36	Overextended attack	You overextend and draw attacks of opportunity.
37	Exposed defenses	Your attack unbalances you so much that your target may take one melee attack against you as a reaction.
38	Is Falling Down, Falling Down, Falling Down	Clumsily, you slip and lose your footing. Make a DC 20 Dexterity Saving Throw or fall prone. If you are prone, you provoke an attack of opportunity from all enemies who are within reach of you.
39	Very Inept	A wrong step on your part leaves you face to face with your opponent's weapon. \emptyset Dexterity save at DC 15. Failure results in an Attack of Opportunity from opponent with advantage.
40	Panic	Retreat from combat at half normal speed. Provokes attacks of opportunity.
41	Parry	Your attack is anticipated by your enemy who parries it. An opponent within reach may take an attack of opportunity against you but only with their off-hand. This may turn out to be an unarmed strike.
42	Oops, I broke it	Sword snaps, spear shaft splinters, bow breaks, etc. - weapon is rendered useless. Magic weapons are allowed a save, modified by "pluses." (DC 10) For Natural weapons, your wrist/leg/claw/tooth breaks/strains, and can't be used again until a long rest.
43	Shattered	Your weapon breaks if it is non-magical. Enchanted weapons must make a DC 8 Save and get a +1 to their roll for every + of the weapon..
44	Weapon break	Weapon saves to avoid breaking (DC 6, magical bonuses apply)
45	Weapon Unusable	Bowstring breaks, crossbow jams, head slips off spear, wrapping on hilt loosens, blade jams in wall, etc. Requires 2d10 rounds to repair/clear/free. For Natural weapons, attacker takes 2d6 damage instead (ouch!).
46	Hard Awkward Blow	Roll damage. Deal it to your weapon instead. If you're using a natural weapon, you hurt yourself and must make a constitution save (DC is equal to damage) or that natural weapon is broken and useless, until you take a long rest.
47	Damage Weapon	You damage your weapon instead of your enemy.
48	Damage Armor	You damage your armor instead of your enemy.
49	Bad placement	Your bungled attack leaves your weapon low and vulnerable. Anyone within reach may take a reaction to attempt to sunder your weapon.
50	Dislocation	A forceful pop in your shoulder is heard as your arm goes limp. Your primary arm is incapacitated for the next 1d4+6 rounds. \emptyset Strength

save at DC 20 ~ failure results in the item being held by that arm to be dropped and scattered. The scatter is in a random direction 1d3 x 5 feet away from character.

51	Thrown weapon	You lose your grip and throw your weapon. It lands 30' from your location in a random direction.
52	Fling Weapon	You Fling your Weapon (1d10-2) x 5ft. in a random horizontal direction, damaging the first creature the weapon comes into contact with in that direction. (If you roll a 1 or 2, that creature is you!) Add the number you rolled on the 1d10 to the damage roll of the weapon.
53	Frisbee Toss	If you have a shield, you throw it in random direction 1d10 x 5ft.. If it hits something, it deals 1 slashing damage for each additional foot it would have moved if it didn't hit something. (DC 15 Dexterity Save to avoid)
54	Flying Weapon	Weapon flies (1d4-1) x 5ft. in random direction, bonus action to retrieve if you're on the same space. Natural weapons bring you with them.
55	Hard Parry	Make opposed Strength check with opponent (Two-handed weapons gains advantage to check). Loser's weapon is knocked away 5ft. for each point the winner beats the loser's strength check.
56	Clumsy	You have an awkward twist in your primary wrist. Ø Constitution save at DC 15. Failure results in dropped item. Item scatters in a random direction 1d4 x 5ft.. If no item in hand and attacking with natural weapons, you instead automatically miss your next attack roll.
57	Dropped weapon	Your drop your weapon and it falls 10' from your location in a random direction.
58	Inept	A wrong move by you and a lucky one by your opponent leave you open to being disarmed easily. Ø Dexterity save at DC 15. Failure results in automatic disarming on primary weapon. Weapon scatters in a random direction 1d4 x 5 feet.
59	Team Butterfingers	Your weapon/tool/shoe goes sailing into the air! Make a DC 15 Sleight of Hand Check. On success, you catch it deftly. On failure, you don't. Nearby creatures can use their reaction to make a "catch of opportunity": DC 15 Sleight of Hand Check to catch it.
60	Sweaty Palms	Fatigue, sweat, and blood cause your held items to slip. Ø Constitution save at DC 15 (for each held item) Failure results in the item(s) being dropped and scattered. The scatter is in a random direction 1d4 x 5 feet away from character. If no items are in hand, you receive disadvantage on your next attack roll.
61	Hit the dirt	Your ammo/weapon/foot, hits the ground very hard, and is stuck. As an action, you can attempt to make a DC 16 Strength Check to pull it out of the ground. If your weapon deals piercing damage, you have advantage on the Strength saving throw.
62	Weapon Really Stuck	Must use alternative weapon or roll Strength (DC 15) to free.
63	Lodged weapon	Your weapon becomes stuck in the floor or a nearby object. You must make a DC 14 Strength check to remove it as an action.
64	Weapon Stuck	Must use alternative weapon or roll Strength (DC 10) to free.
65	Weapon Grabbed	Enemy attempts to grab your weapon, and you each make a strength saving throw. Whoever gets better on the save gets the weapon.
66	Untrained	Twist wrist, primary arm incapacitated, drop anything in it.
67	That's not where the weapon goes	Your attack is utterly mistimed. Anyone who threatens you may use a reaction to disarm you.
68	Drop Held Items and ammo	You drop everything that is in your hands, and all your ammunition (1d6 rounds to pick up Ammo).
69	Too Much Stuff	You are entangled in your own equipment. As an action, you can untangle yourself, which causes you to drop everything you own except for your armor and two items that you carry in your hands onto the ground in the space where you are standing.
70	Butterfingers	Drop random item from your possession.
71	Demoralizing Fumble	You fumble so mind-bogglingly spectacularly, that you are stunned for 5 minutes or until you make a DC 20 Wisdom Save. An ally can use a bonus action to give you a DC 18 Persuasion pep talk. (e.g. "It's ok, Phil! Everyone has their bad days!")
72	Face First Fall	You slip and fall forward, hitting your face on the ground. You receive 1d3 bludgeoning damage, and must make a DC 20 Constitution Saving Throw. On a failure, you are knocked unconscious for 1d4 rounds.
73	Panic attack	You must make a successful DC 10 Wisdom Save or become frightened for the remainder of the encounter.
74	Something scary	Something within view reminds you of your worst fear. You are Frightened and Paralyzed for as long as you have seen the fear-causer in the last minute. At the beginning of your turn, you can make a DC 15 Wisdom Saving Throw. On a success, you can move half your speed directly away from the source of your fear, while continuing to look at them.
75	THUMP!	You hit your head against the closest to head-level solid object within 5ft., or the ground if nothing exists. Make DC 15 Constitution Save or fall unconscious. You can repeat the save at the beginning of each of your turns, and regain consciousness on a success.
76	I can do that with my eyes closed	You are so over-confident that you now think you can fight with your eyes closed. You keep your eyes closed and are considered Blinded until you receive any damage, at which point you open your eyes.
77	Oh, my back	You overexert yourself and throw out your back. Until you receive a DC 15 Medicine Check, your speed is halved, you cannot attack with any bludgeoning or slashing weapon, and all other attacks are made with disadvantage until you are healed.
78	Head shot	Either an opponent effortlessly circles around your attack and pummels you on the back of the head, or you somehow manage to knock your own head – hard. You are dazed for 1d3 rounds.
79	Stuck!	Your foot becomes lodged in the floor or a nearby object. You are restrained. You must make a DC 14 Strength check to remove it as an action.
80	Overexerted Strength	Make a DC 10 Constitution check or pull a muscle, losing 1 pt. of Strength until you take a short rest.
81	Overexerted Reflexes	Make a DC 10 Constitution check or pull a muscle, losing 1 pt. of Dexterity until you take a short rest.
82	Overexerted Fortitude	Make a DC 10 Constitution check or pull a muscle, losing 1 pt. of Constitution until you take a short rest.
83	Man, I'm exhausted	You just realized that you are more tired than you thought, and gain 2 Levels of Exhaustion
84	Man, I'm tired	You just realized that you are more tired than you thought, and gain 1 Level of Exhaustion
85	Wind knocked out of you	You become exhausted to level 1 of that condition.
86	Panicked Confusion	You immediately suffer the effects of the Confusion spell for 1 round.
87	I got dust in my eye	Dust fall into character's eyes causing him/her to fumble! Character is dazed for one round.
88	Shook yourself up	You are stunned for 1 round.
89	Discombobulated	You become incapacitated for 1 Round.
90	Knocked out the Wind	It is a rare adventurer that can knock the wind out of themselves. You are stunned until the beginning of your next turn
91	Boot to the head	You hit yourself in the head (DC 15 Constitution save or be stunned for one round).
92	That wasn't meant to be a Hug	You have a muscle spasm, and fall into the arms of a creature within 5ft. of you. They may choose to use their reaction to begin a grapple with you, and gain advantage on the grapple check. If there is no creature within 5ft. of you, you fall into a wall, or onto the ground instead.
93	I've Fallen and I really can't get up	You Fall Prone and take 1d6 bludgeoning damage. You can't get up without somebody using their action to help you up, and your speed is halved while you are prone.
94	Belly Flop Fall	Prone, but you must spend your full movement to get up, and it requires a DC 15 Constitution saving Throw
95	He's Out	You lose your footing (perhaps you swung wildly at your enemy but your opponent swiftly turned away from your attack). You slip, fall prone and knock your head hard. You are stunned for 2 rounds.
96	You've fallen and you can't get up	You immediately fall prone and lose all movement this round.
97	Whoa, When did you get here?	You trip, wobble, and then crash into your closest ally within 10ft. You and you ally must make DC 20 Dexterity Saving Throw or fall prone.
98	I think I've broken something	You fall prone. The most fragile thing in you inventory is cracked, broken, shattered, ... for disastrously hilarious effect!
99	Slip and fall	You Fall Prone. Use half your movement to stand up.
100	Thrown into Chaos (Dominoes)	You crash into all adjacent creatures, who crash into all adjacent creatures, and on, and on; All crashed creatures are knocked prone and lose all movement this round.

101	Dazed and Clumsy	Your ankle gives out on you as you take a step back to refocus, causing you to fall prone onto your back. Ø DC 20 Dexterity save. On fail, you hit your head and are stunned for 1d4 rounds. Ø DC 20 Wisdom save (for each held item) ~ On fail, the item is scattered 1d6 x 5ft. in a random direction.
102	Very Clumsy	You stagger over your own legs but clumsily catch yourself before falling. Ø Dexterity save at DC 15. Failure results falling prone and roll will save. Ø Wisdom save at DC 15 (for each held item) ~ failure results in the item being dropped and scattered. The scatter is in a random direction 1d6 x 5 feet away.
103	Collision	You collide with a random adjacent creature, knocking you both prone.
104	Slippery	You slip/trip. You must makes a DC 15 Acrobatics Check or drop prone to the floor however far down that may be.
105	Slipped	You must make a successful DC 10 Dexterity Save or immediately fall prone, and slide 5ft. In a random direction.
106	Easily Trippable	As you position yourself to attack, you let down your guard. An opponent who threatens you may use their reaction to try to trip you. In addition your opponent has advantage on their check.
107	Stubbed Toe	You stubbed your toe. It hurts so bad that your movement is reduced to only 5ft.
108	Dangerous Klutz	Twist knee, 1/4 move
109	Knee Pop	Your knee hyperextends awkwardly with a loud pop. Your movement is quartered for the next 1d4+6 rounds.
110	Staggering in Pain	Your opponent parries your awkward attack that causes you to hit yourself hard in the groin. Your movement is reduced by 1/2 and you have disadvantage on everything for the next 1d6 + 4 rounds.
111	Klutz	Twist ankle, 1/2 move
112	Slowly, ever so slowly	You hurt yourself, reducing you movement by 1/2.
113	Pulled up lame	You must make a successful DC 10 Constitution save or your speed is halved until the encounter ends.
114	Ankle Twist	You turn suddenly, twisting your ankle. Your movement is halved for the next 1d4+1 rounds.
115	Sprained Ankle	With bovine grace you stumble and twist your ankle. Your speed is halved. At the end of each of your turns, you make a DC 15 Constitution Saving Throw. On a success, your speed is no longer halved.
116	Twist Ankle	Speed reduced by 10 feet until short rest is taken.
117	Something in your eye	Your attacks only do half damage for the remainder of the encounter.
118	Costly mistake	Your target may reroll all 1s and 2s on the damage roll for his next successful melee attack vs. you.
119	Drop Guard	Lose your shield bonus to AC, if you have one, until the beginning of your next round.
120	Give them hope	Your target's allies within 30 feet gain a 1d6 inspiration die that can be used during this encounter.
121	Very Irritating	Dirt and blood blinds both eyes. Disadvantage with everything (action of cleaning to remove).
122	Helm Twist	If you are wearing a helmet, it becomes twisted, leaving you unable to see. It takes a bonus action to fix. (If no helm is worn, this is simply a miss).
123	Ow, my Wrist!	Readying your weapon, you minorly strain your wrist. You have disadvantage with attacks and manual actions with your injured hand for 1 round. This includes weapons that require two hands.
124	Revealed intentions	You and your allies all suffer disadvantage for your next attack.
125	Your own worst enemy	You suffer the effects of a bane spell for the remainder of the encounter.
126	Wow, he's good	Your opponent defends expertly. All your remaining attacks this turn automatically miss, unless you roll a natural 20. In addition, all attacks made against that opponent are made with disadvantage for the rest of the encounter.
127	Distracted	Make a DC 10 Wisdom Saving Throw or have disadvantage on attacks until your next turn and all creatures gain advantage against you until your next turn.
128	Irritating	Dirt and blood blinds one eye. Disadvantage with Attacks Rolls and Perception Rolls (action of cleaning to remove).
129	That's not how you hold a weapon	Handling your weapon like a rank amateur you somehow manage to sprain your wrist. With your injured hand you have disadvantage with attacks and actions that require you to use that hand. At the end of your turn, you can make a DC 18 Constitution Saving Throw to end this effect.
130	Lose Full Grip on Weapon	Make sleight of hand check vs. DC 15 or suffer disadvantage with attacks until bonus action (DC 10 sleight of hand) is used to fix grip.
131	Battle Daze	The sound and exhilaration of your area comes to a euphoric crescendo and your mind is caught up in the chaotic bliss. Ø Wisdom save at DC 15. Failure results in disadvantage on your next roll.
132	Barf	Sickened (hit in the 'nads), disadvantage with attacks, damage, and saves for one round. (Fortitude save, DC 15 to negate).
134	Loss of confidence	You gain disadvantage for your attacks against this opponent for the remainder of the encounter.
135	Distracted Focus	Your attention is unfocused by a glint of light, a sudden sound, or a random thought. Ø Wisdom save at DC 15. Failure results in disadvantage on your next attack roll.
136	I am so glad nobody saw that	Everyone in the vicinity saw you make that mistake and laughs at you. You have disadvantage on ability checks for the next minute, and all enemies in line-of-site get advantage to attack you for their next turn.
137	Over-reached	Opponents get advantage on attacks until your next turn ends.
138	Sun in your eye	The sun is in your eye. For the next hour, you have disadvantage making attack rolls and ability checks in the direction you were facing.
139	Grit in your eye	You have grit in your eye. Bloody irritating. You have disadvantage with attacks and Wisdom (Perception) Checks for the next 1d4 rounds.
141	Monsters? I don't see any monsters?	Armor/gear slip, enemies gain advantage to attacks against you until straightened out (bonus action).
142	Oops, this is harder than I thought	Blunder sets back your progress in whatever you are doing. This is a gaffe in social situations, breaking a part of a trap mechanism, kicking dust all over the tracks, ... Future checks to accomplish the current task have disadvantage
143	Wrong Strap	In an embarrassing move, you cut loose part of your armor/clothes. All attacks against you have advantage until your armor/clothes are fixed (3 actions to fix).
144	Slippage	You are caught standing on a slippery surface. Ø Dexterity save at DC 15. Failure results in disadvantage on your next attack roll.
145	Right Past my Defenses	Your attack is anticipated by your opponent and you are left open. Until the beginning of your next turn, any attack against you has advantage.
146	That's not what is supposed to happen	Your weapon is slightly damaged. Any further attacks with that weapon have disadvantage. The weapon can be repaired with an action.
147	Helm/Hair Slips	Half movement to fix or disadvantage to attack rolls. (No effect if no helm or hair is too short).
148	Ouch	Pull a muscle, Disadvantage to attacks until treated (DC 15 Medicine).
149	With Friends Like These	Make a performance check. Nearest friendly spellcaster concentrating on a spell must make Concentration Check (DC is performance roll). If no friendly spellcasters are concentrating on a spell, they must make the Concentration Check to cast their next spell
150	Wait, my shirt's on backwards	You realize that your armor and clothes were on backwards, as they fall off of your body.
151	Ow, my eye	You flail and poke yourself in the eye for 1d4 damage.
152	Comedic Miss	You miss, in a hilarious way, every creature within sight must make a DC 10 Wisdom save or spend their turn laughing at you, taking no actions.
153	Entangling with opponent	Weapon/shield/hands entangled with opponent; neither character can attack until one uses their bonus action to make a DC 15 sleight of hand check
154	OOH, SHINY!	You prepare to do the action, but are suddenly distracted by a shiny something until next round! You end your turn immediately, and lose your reaction until you next turn.
155	Bad Position	Your attack misses so badly, you must use the Dodge Action next round.

156	Get out of my way	Spoil closest ally's next attack (They can make a DC 15 Dexterity save to avoid).
157	Turn Ends	Normal Fumble and your turn immediately ends.
158	Bad timing	You drop to last in the imitative order for the combat but do not act again this turn.
159	Hesitant	Initiative drops by 5 next round.
160	Slam dancing	Bump into friend, make Acrobatics check DC 12 or both lose next attack.
161	Why am I so Incompetent?	You curse your incompetent attempt and lose the rest of your turn regaining your composure. You must make a DC 20 Wisdom Save or lose your next turn as well.
162	Weapon is Tangled With Opponent	Sleight of hand check (DC 20) or lose any remaining attacks allowed in this action.
163	Slip slidin' away	Off-balance, lose next reaction and bonus action (DC 20 Dexterity save to negate).
164	Capes, foiled again!	Entangled: Restrained in cape/cloak. You need to spend an action to get out.
165	Out of Position	You are at disadvantage for all attacks (including reactions) until the end of your next turn.
166	Ughhh...	You fumble, but pull it together. Barely. You lose any remaining actions this round, including your reaction.
167	Vulnerable	You step on your own foot. At the end of the round, move your initiative to the last in order.
168	Hit Your Leg	Make a DC 10 Constitution check. On a failure, your movement is reduced by 5 ft. until you are healed. (DC 10 Medicine check)
169	Hit Your Arm	Make a DC 10 Constitution check. On a failure, your drop your weapon or shield (1d2 to decide which arm. That arm is useless until healed. (DC 10 Medicine check)
170	Hit Your Abdomen	Make a DC 15 Constitution check. On a failure, your movement is reduced by 10 ft. until you are healed. (DC 15 Medicine check)
171	Hit Your Chest	Make a DC 10 Constitution check. On a failure, you have disadvantage on all Attack Rolls until you are healed. (DC 10 Medicine check)
172	Hit Your Neck	Make a DC 15 Constitution check. On a failure, you lose 2 damage at the beginning of each round until you are healed. (DC 15 Medicine check)
173	Hit Your Head	Make a DC 20 Constitution check. On a failure, you fall unconsciousness for 1d6 rounds, or until you are healed. (DC 20 Medicine check)
174	Jump Back	Make a DC 10 Dexterity check or drop weapon and shield, if any. Also, fall prone 5ft. Backward.
175	Near Passing Out	Make a DC 10 Constitution check or fall unconscious for 1d3 rounds.
176	Whiting Out	You pass out and wake up at a hospital at full health with all your teammates, unsure how you got there. If your teammates are conscious, they can wake you up earlier with a DC 20 Medicine Check.
177	Dog Pile!	Everyone in the battle, including yourself and your party members, makes an Attack of Opportunity against you. No matter where they are. No matter what condition they are in.
178	Blood Trail Cut	You cut yourself for 1 point of damage, and blood falls to the ground. Local creatures catch the scent on the wind.
179	Hair is on Fire	Your hair momentarily catches fire. You don't notice why you take 1d6 fire damage .
180	There are more of them	A third group of monsters who hate both your party and the current monsters ambushes the fight.
181	Bow to your Overlord	Your opponent becomes mad with power, thinking that you missed because you were afraid of his grand presence. He immediately leaves the battle and attempts to take over the world.
182	Crit the Ground	You critical hit the ground you are standing on. Roll damage with a critical hit multiplier of 10, all of it to the ground beneath your feet.
183	He's going to blow	You deliberately miss as you just notice that your opponent is covered in explosives that will explode on contact.
184	Moo!	The enemy drives a cutting taunt into you that haunts you until your very death. "You fight like a dairy farmer."
185	Bad Directions	Someone in a distant land curses your name for giving them bad directions. You sneeze and provoke an Attack of Opportunity.
186	How Embarrassing	Your party, in embarrassment, walks away, wanting to do nothing with you anymore for the remainder of the battle.
187	Ninja Vanish!	Men wearing bandit masks and suits, wielding Bastard Swords, attack your character.
188	Delusions of Grandeur	Roll again. Your character is under the impression that the new critical failure just happened and is fully aware of it, but your character is just being delusional. If the critical failure deals damage, you take psychic damage instead.
189	Pain Level 10/10	Your break your Femur. Your movement speed becomes 0, and your Dexterity becomes 1. You can use your action and make a Strength Check to drag yourself an amount of ft. equal to the result of the Check rounded to the nearest 5ft. (rounded down). This lasts until you take 30 long rests, or a greater restoration fixes it.
190	Not the Face	You slip and fall. Luckily your face catches the ground. Take 1 point of bludgeoning damage.
191	Tangled	You somehow tangle into your own clothing. It'll take a round to free yourself.
192	What's that?	You are distracted by [something chosen by the DM]. Instead of finishing what you were doing you look at it. Isn't it amazing?
193	Drop it like it's hot	Somehow you drop everything you were holding. If you weren't holding anything, you still think you were and look down to find it.
194	You're going the Wrong Way	Total fumble. Whatever you were doing is instead directed in a random direction [DM rolls] other than the original.
195	Veered Right	Attack goes 5 ft. to the target's right. If you made a ranged attack, Make a line to the center of the next square and you hit the first creature along this line.
196	Veered Left	Attack goes 5 ft. to the target's left. If you made a ranged attack, Make a line to the center of the next square and you hit the first creature along this line.
197	The Bigger They Are...	Your opponent throws you back 1d3 squares, knocking you prone.
198	Sand in your eye	Vision Impairment. You are blinded for 1 round.
199	Poor Karma	The next saving throw in combat is at disadvantage.
200	Slow to Respond	No bonus action or reaction next round.
201-204	Rock Slide	Rocks fall from the roof or rise up from the ground, everyone within the area takes 1d6 bludgeoning damage.
205-209	Pity Leave	Your enemies pity your failure, and walk away. No one gets any experience, or any treasure. Wounds and used items, still remain however.
210-214	AWKWARD!	In the heat of massive fumbling, character momentarily loses inhibitions and unintentionally mentions something extremely awkward and otherwise unknown by members in the party (truth about a lie, a secret, something embarrassing, ...).
215-219	Combat Throw	You are knocked away 1d4 x 5ft. in random direction. You do not provoke attacks of opportunity
220-224	Oops, Wrong Item	Character pulls something from inventory that's similar to the weapon/ammo/components being used and tries to use that instead for hilarious results. (e.g. alchemical fire vial instead of bullet, stick instead of arrow, cigar instead of bolt, ...; cartoon-style creativity is key here)
225-229	Umm, that was broken when I got here	Your fumble causes damage to environment! Furniture is smashed, door is bashed in, floor is scuffed, ceiling bumped, plant-life crushed, off-the-cuff remark causes waiter to drop tray, ...
230-239	FOOL OF A TOOK!	You fail, and knock a few things over, causing a huge noise, alerting everyone within 1000 ft. of your presence.
240-249	Worthy of Mocking	All allies in line-of-sight must make a DC 15 Wisdom Saving throw. On failure, your ally sees your SPECTACULAR fumble and can't help themselves from mocking you for it until you take a long rest
250-259	#\$%?Ω@P&!\$	Your character misses and mutters a curse word so foul, that the demon lord of hell takes personal offense at it.
260-269	Normal Miss	You miss, and you look bad doing it, too
270-	Uninspiring Failure	Where magnificent displays of awe-inspiring skill/magic would burst out rendering crazy amazing things, instead a small puff of smoke

279		appears and a very puny, "Pop."
280-289	Smacked	The opponent smacks you. No damage, except for your pride.
290-299	Smack Yourself	You smack yourself. No damage, except for your pride.
300-309	Bloody nose	Your nose begins to bleed.
310-319	Complete miss	Complete miss.
320-329	Swing and a miss	Simple miss, no penalties.
330-339	Poor Position	Attack misses but no further ill effect.
340-349	Normal Fumble	Normal Fumble.
350-359	Unlikely Odds	Reroll your natural 1 with disadvantage. If you get a natural 1 on the new rolls, rolls twice on this table instead of just once.
360-364	Drunken Stumble	It's your lucky day! Stumble 5 feet in a direction you choose. You don't provoke attacks of opportunity this round.
365-369	Momentary Stumble	You make a momentary stumble, but quickly recover. Immediately redo the action with disadvantage.
370-374	Unfortunate Luck	The fickle finger of fate is amused at the character's antics and lets you reroll the natural 1!
375-379	Stumble, but recover well	Immediately re-roll your check.
380-384	I did it, barely	What you were trying to do succeeds, but also leaves you wide open. Attacks against you have advantage until your next round.
385-389	Barely Hit	You hit normally, but your next attack is made with disadvantage.
390-394	Easy audience	"You have done something so stupid that your opponent is stunned with Laughter for the next two rounds"
395-399	This is Impossible!	You fail spectacularly, but make a perfect recovery and actually succeed exactly as you were trying to. Your closest opponent is stunned by this until they succeed on a DC 20 Charisma Saving Throw at the end of each of their turns.
400+	What Luck!	You manage against the odds to do an incredibly awesome feat. You can do anything you want up to dealing 4x critical damage to an opponent. You add this new "failure" to this list and that's what happens. However, this requires 2/3 group majority.



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